

Scott, Foresman's

SPACE & JOURNEY

by
Roklan

Education
Through
Entertainment
For Ages 11-Adult



 **Roklan**TM
Software

Scott, Foresman and Company's

SPACE & JOURNEY

by Roklan

Kids, parents and everyone will love playing Space Journey — an exciting, challenging Mathematics Action Game. It's a race against time as you attempt to guide your spaceship to Earth in this colorful, musical, mathematical game of skill.

Percent Skills.

For Ages 11-Adult

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller into the #1 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

SPACE JOURNEY—A WORD TO PARENTS

Space Journey was developed to create a unique blend of fun and learning. All you need to play Space Journey is an Atari home computer and a television set or monitor.

Space Journey has three challenging levels to provide hours of enjoyment and education. You just can't keep youngsters away from this series of exciting Mathematics Action Games! They'll love practicing their percent skills with this Space Journey cartridge. Practice with these basic math skills gives children a good foundation for learning more advanced math concepts later on.

The chart below details the skills covered in this cartridge.

Amateur
Level

A. Give as a decimal.

3% .03

B. Give as a decimal.

63% .63

Pro
Level

A. Give as a decimal.

146% 1.46

B. Give as a decimal.

.7% .007

Champion
Level

A. Give as a percent.

.008 .8%

B. Give as a percent.

1/2 50%

C. Give as a percent.

3 300%

Although directions for Space Journey will be shown on your screen, detailed game instructions are printed in this booklet. Players can view the instructions on the screen at any time during play by pressing the ESC key.

The skills in Space Journey are usually taught in the sixth, seventh and eighth grades, but younger children with some basic math ~~skills~~ as well as older children will enjoy the challenge and rewards of the game.

Space Journey is one of a series of games designed to supplement mathematics instruction in a variety of skills and at a variety of levels. Enjoy watching your children learn vital math skills on their Space Journey!

KEYBOARD GUIDE

Special key functions programmed into Space Journey make the game more convenient to play. Make sure your child knows how to use the following keys.

Function

Action

RETURN or
JOYSTICK
BUTTON

Press this during a game after you type an answer. The computer then checks your answer.

Press this to continue to the next screen.

Press this to proceed quickly through the title screens.

Press this to fire laser beams to intercept meteors.

Press this when your spaceship is on a planet and you are ready to land.

CONTROL ← or
BACK S

Press this key to erase the part of your answer that you entered last. This works only before you press RETURN or the joystick button.

DELETE or
SHIFT BACK S

Press this key to erase your entire answer. This works only before you press RETURN or the joystick button.

START

Press this key to return to the "Choose a Level" screen.

ESC

Press this key any time you want to see the instructions for the game you are playing. After the computer displays the instructions, it returns to where you were in the game when you pressed ESC.

**SYSTEM
RESET**

Press this key to return to the title screen to end work on the cartridge.

**JOYSTICK
(OPTIONAL)**

Use the joystick to choose a number for your answer. Press the joystick button when you are ready to enter your answer. Left/right motion is used to position the cursor. Forward/backward motion is used to select the desired number.

Use the joystick to move your spaceship. Press the joystick button to land on a planet or to fire laser beams.

You can also use the joystick when the computer asks you to make a choice. Move the joystick forward or backward until the choice is highlighted. Then press the joystick button.

**ARROW
KEYS**

Press the arrow keys to move the spaceship. The arrow keys can work with or without the CONTROL key.

HOW TO PLAY SPACE JOURNEY

Space Journey is a game you can play by yourself. You must guide your spaceship to Earth within two minutes by correctly answering a series of problems. To reach Earth, you must either intercept 10 meteors or land on five different planets. If a meteor hits your spaceship or if two minutes expire before you reach Earth, you will be lost in space. The game ends when you successfully return to Earth by intercepting 10 meteors or by landing on five planets . . . or when you are lost in space.

GETTING STARTED

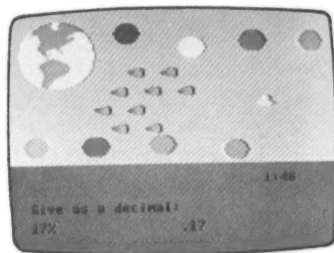
To begin Space Journey, choose a difficulty level with your joystick or by pressing 1, 2 or 3 for Amateur, Pro or Champion.

The instruction screens appear next. When you finish reading the instructions, press RETURN to begin the game. You may skip the instructions by pressing "N" for "No, I don't wish to see the instructions."

As soon as the first problem appears, the cursor flashes and the timer begins. Using as little time as possible, type the correct answer and then press RETURN. (If you are using a joystick, move the joystick forward or backward until the number you're looking for appears. Push the joystick to the right to move the cursor to the right. Then move the joystick forward or backward until you find the right number or decimal point. Keep doing that until you have the complete answer on your screen. Then press the joystick button to enter your answer.)

After entering the correct answer, you gain control of the spaceship. While in control, you can choose either to intercept a meteor or to move to a planet. Remember — to reach Earth, you must intercept 10 meteors or land on five different planets.

To intercept a meteor with a laser beam, your spaceship must be in line with it — either to the left or to the right. Use the arrow keys (or joystick) to position your spaceship. When you are in position to shoot a laser beam at the meteor, press the RETURN key or the joystick button. If your spaceship is in a direct horizontal line with one of the meteors, the laser beam fires either left or right to destroy it. If your spaceship is not in a direct line with a meteor, the laser beam fires, but it does not intercept a meteor.



CAUTION: Meteors travel in space horizontally across the screen throughout the game, and they increase their speed every 10 seconds. If your spaceship is in the path of a meteor and you do not move before the meteor hits, you will be lost in space! Remember, you can move only after you correctly answer a problem and gain control of the spaceship.

To land on a planet, use the arrow keys or joystick to position your spaceship. When the ship is centered on a planet, press RETURN or the joystick button.

While you are intercepting meteors and landing on planets, the timer keeps going. Although the timer gives you two minutes for the entire journey, it stops whenever the computer will not accept a response (for example, when the computer is rewarding a correct answer or when there is a special message on the screen).

When you give an incorrect answer, you'll hear a beep, the timer stops for a moment and the message "Try Again" appears. If your second answer is incorrect, you'll hear another beep, the timer will stop again and the correct answer will be displayed. You cannot gain control of the

spaceship to intercept meteors or move to planets. When the next problem appears, the cursor flashes, the timer resumes its countdown and play continues.

During the game, if you fail to press any valid key within 20 seconds, the computer sounds a series of beeps to remind you to respond. If you do not press a valid key after an additional 10 seconds, the computer displays the correct answer.

HAZARDS

If you choose to land on planets, you will encounter hazardous situations on three of the planets. The hazards include a fuel shortage and a black hole. Each time you play, the hazards and their locations change. You never know which planets have dangers waiting for you.

To save your spaceship from a hazard and complete your journey, you must correctly answer a number of problems. The number varies from one to four. Although you will encounter more than one hazard, you will not see the same hazard twice on the journey.

When a hazard first appears, the timer stops. It resumes its countdown when the computer displays the first problem you have to answer. You do not regain control of the spaceship for correctly answering hazard problems. To get back on course, you must correctly answer all of the problems — from one to four. Regular play continues when you're out of danger.

ENDING THE GAME

Your space journey ends when one of the following things happen:

1. You intercept 10 meteors.
2. You land on five different planets.
3. You are lost in space after two minutes have passed.
4. You are lost in space if a meteor hits your spaceship.

PLAYING ANOTHER GAME

When you end a game of Space Journey, a screen appears that will give you a choice. You can play again at the same level or choose a different level. Choose 1 to play Space

Journey at the same difficulty level. Select 2 for the "Choose a Level" screen which lets you change levels.

SCORECARD

Use the scorecard below to record the fastest times achieved at each level of Space Journey.

**Amateur
Level**

| Name | Date | Time |
|------|------|------|
| | | |
| | | |
| | | |
| | | |
| | | |

Pro Level

| Name | Date | Time |
|------|------|------|
| | | |
| | | |
| | | |
| | | |
| | | |

**Champion
Level**

| Name | Date | Time |
|------|------|------|
| | | |
| | | |
| | | |
| | | |
| | | |

RELATED ACTIVITIES—Another Word to Parents

You can use the following activities to expand your child's interest in Space Journey into other related areas.

1. Players can keep track of their Space Journey times for a specific level. For each three-game set, they average their scores, record the averages, and then plot the averages on a graph.
2. Each player can compile a personal dictionary of computer terms.
3. Players can explore the library or other sources for information on a variety of topics:
 - a. What role did computers play in the flights of the Space Shuttle?
 - b. In what ways are computers used in education, government, business, science, sports and other fields?
 - c. How will computers be used in the 21st century?
 - d. What career opportunities are available in the aerospace industry? In the computer industry?
4. Players can design spaceships, computer games, etc.
5. Organize groups in an ongoing tournament for Space Journey. You can use the enclosed scorecard to record the best times for each level.
6. Plan outings to science and space centers or museums and to observatories or planetariums.

ROKLAN SOFTWARE'S MATHEMATICS ACTION GAMES SERIES

Roklan Corporation and Scott, Foresman have prepared an exciting series of Mathematics Action Game cartridges for the Atari home computer. These games provide practice in a variety of important mathematics skills that are taught in grades one through eight.

These colorful and animated games encompass a wide range of themes and include both competitive and non-competitive formats. Each game in the series has several difficulty levels. Ask for any of the following Mathematics Action Games at your favorite retail store where computer software is sold:

Ages 5-8

FROG JUMP

Putting numbers in order

PICTURE PARTS

Basic addition, subtraction and multiplication

Ages 8-12

PYRAMID PUZZLER

Multiplication facts and multiplication by 100 and 1000

STAR MAZE

Division facts, division with remainders and short division

Ages 11-Adult

NUMBER BOWLING

Decimals and fractions

SPACE JOURNEY

Percents

Limited Warranty

Roklan Corporation warrants this product to be free from defect in workmanship or materials for a period of 90 days from date of purchase. Should a defect in this product occur any time within 90 days of date of purchase, it can be returned to original place of purchase for replacement without charge. Original sales receipt must be presented for returned products.



Roklan Corporation

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